EduFun!™
SNAKE·O·NYMS
& WORD FLIP

EDUCATIONAL
WordFun!™
GAMES

EduFun!™
A Division of Milliken
Publishing Company

USER'S GUIDE

INTRODUCTION

EduFun!™ . . .programs offering a unique combination of computer-generated learning and fun from a company with years of experience in educational publishing. Children (of all ages) explore and reinforce basic concepts through Milliken's WordFun!™ games which both teach and entertain.
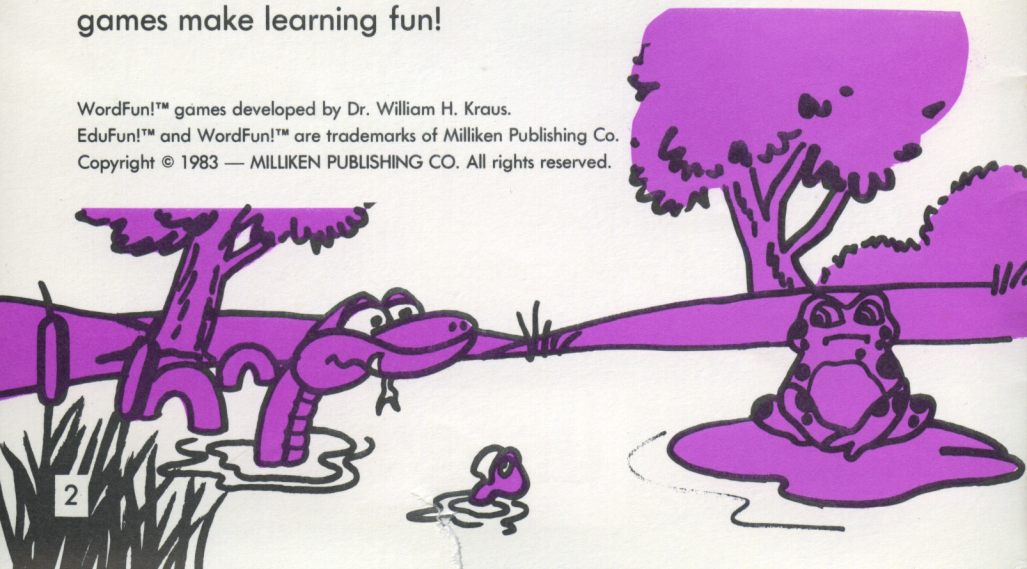
Our primary objective is simple — make learning fun. EduFun! programs do just that!

THIS GUIDE CONTAINS . . .

simple directions for the WordFun! games, suggestions for the reusable cards, and ideas for follow-up activities for families. The suggestions extend the skills reinforced in the WordFun! games.

Whenever parents and children share the games, follow-up activities are a natural extension. Encourage your children to put these WordFun! skills to everyday use. Computer games can provide learning experiences. WordFun! games do. WordFun! games make learning fun!

IF YOU HAVE . . .

An Atari® Computer (16K RAM) . . . You will need . . .

1 Atari Program Recorder

1 Atari Basic Cartridge

An Atari® Computer (32K RAM) . . . You will need . . .

1 Atari Disk Drive

1 Atari Basic Cartridge

An Apple II+ Computer (48K RAM) . . . You will need . . .

1 Apple Disk Drive

PLUS . . .

1 WordFun!™ Game, of course!

1 or more children of ANY age!

Atari® is a trademark of Atari Inc.

Apple II+ is a trademark of Apple Computer Corp.

WordFun!™ is a trademark of Milliken Publishing Co.

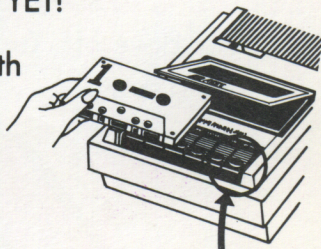## HOW TO GET STARTED . . . HOW TO STOP . . .

Your personal computer comes with explicit instructions for setting up equipment. Follow the instructions carefully. Failure to heed manufacturer's instructions and warnings may result in damage to your computer.

When using a cassette . . .

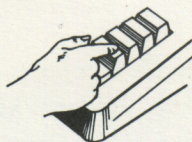insert Basic Language Cartridge in computer.
DO NOT TURN ON YOUR COMPUTER, YET!

Choose the game you wish to play. With game choice in UP position on label, place cassette in program recorder. Rewind tape.

Hold down START button on computer and turn computer on. Release START button. Press PLAY on program recorder.

Press RETURN key on computer. Computer will load and run program. (Be patient . . . it will take time.)

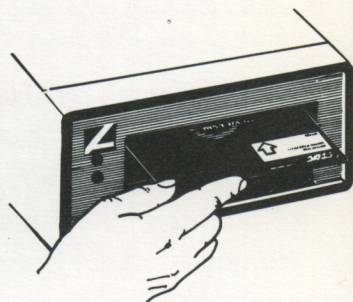You're ready for WordFun! Follow computer directions.

When you're finished . . .

READY will appear on the screen, and you may turn off the computer and TV or monitor, and remove cassette.

When using the Atari diskette . . .

insert Basic Language Cartridge in left slot of computer. Turn on disk drive.
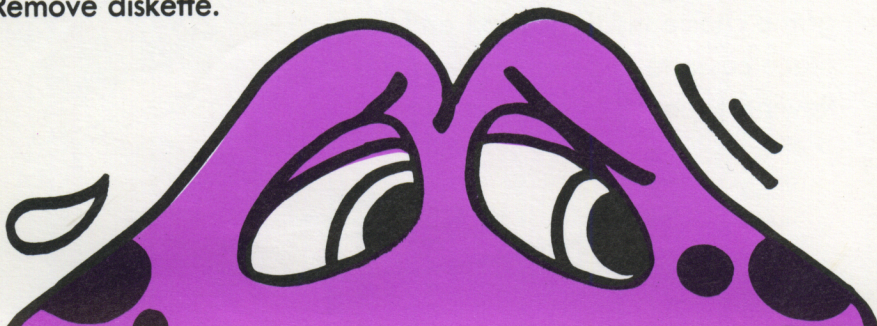
When BUSY LIGHT goes off, insert diskette, label side up, notch on left, until you hear click. Close disk drive door. Turn on computer.

You're ready for WordFun! Follow computer directions.

When you're finished . . .

turn disk drive off. Turn computer off. Turn monitor off. Remove diskette.

When using the Apple diskette . . .

Insert diskette, label side up, notch on left. Close disk drive door. Turn on computer. Do NOT open disk drive door while red light is on.

You're ready for WordFun! Follow computer directions.

When you're finished . . .

Turn computer off. Turn monitor off. Remove diskette. Do NOT open disk drive door while red light is on.

RECORD-KEEPING . . . For parents only!

WordFun! diskettes include a record-keeping system called the Manager. This capability allows parents to review a youngster's progress, scores, number of games played, time spent playing a game, etc. As kids play the games, their scores are automatically recorded in the Manager.

To access the Manager, when the Menu page is displayed on the screen, press **0** (zero).

For Atari diskette users:

If games are heavily used, it is a good idea to review the Manager at least every two to three weeks. Reviewing the Manager condenses the user's files, and allows for additional records.

DIRECTIONS FOR SNAKE-O-NYMS

● Synonyms and Antonyms

Choose your game — synonyms (words that mean the same) or antonyms (words that mean the opposite).

Find a synonym (or antonym) for the word that appears at the bottom of the screen. But, be careful! The correct word is among the snakes that slither across the screen.

Hop your frog through the words using the arrow keys or a joystick (Atari) or the I-J-K-M keys (Apple). When your frog touches the correct word, press the RETURN key (or the fire button if you are using a joystick).

For each correct match you will score 100 points and move on to a new word. At 200, the snakes move faster; at 1000 they move even faster. Score 2000 points and you'll get an extra frog. You'll also get more snakes!

Hit a snake, choose an incorrect match, or take more than one minute to find a match, and you'll lose a frog! Lose all the frogs, and the game is over!

REUSABLE SNAKE-O-NYMS SCORECARD

Family contests can improve everyone's vocabulary! Post current scores and watch the friendly family rivalries develop. And watch vocabularies increase!

Players record their initials and high scores.

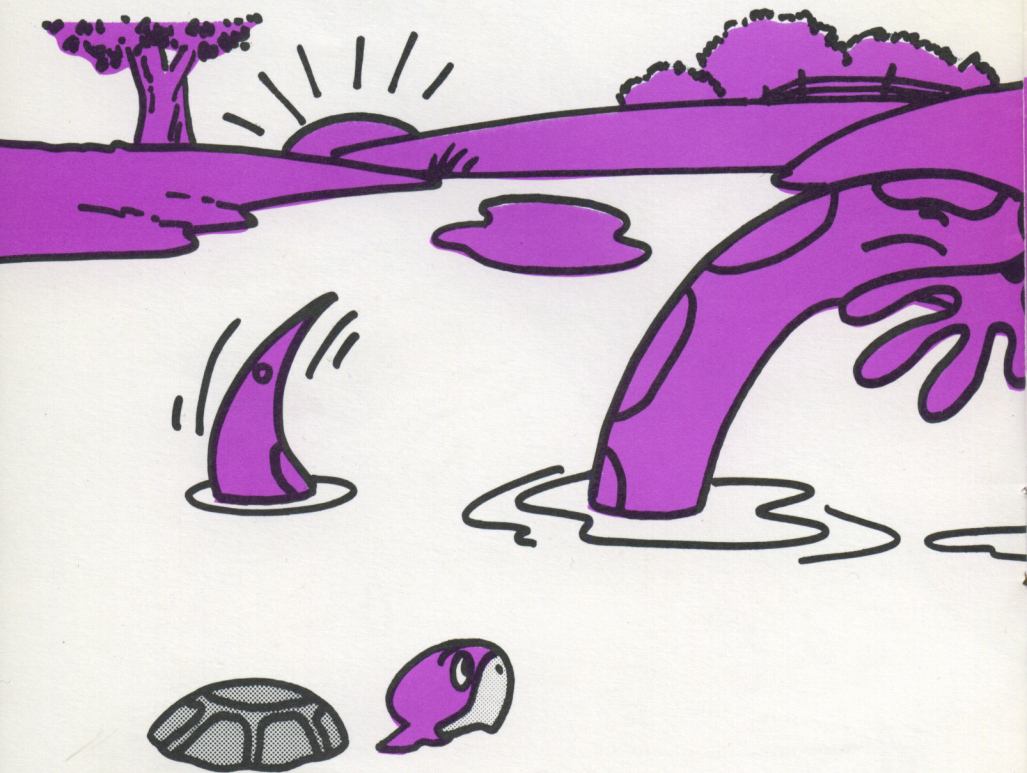(Use a wax crayon or water soluble marker. Wipe clean with a tissue.)

EXTENDING SNAKE-O-NYMS SKILLS

A sure way to increase your children's vocabulary is to encourage them to use synonyms and antonyms. Challenge children to use a new word each day until it becomes a natural part of their everyday vocabulary. Show them how using a different word instead of the same old word will make conversation more interesting. (Aren't you tired of cute? Doesn't attractive, good looking, or handsome sound better?)

Print words on unlined 3 x 5 notecards and use them as flashcards. Have children give a synonym or an antonym for the word shown on the flashcard.

Make a family vocabulary-building chart. Use it as a vehicle for listing new words learned. Let the family decide on a point system for new words. Score extra points for correct use of words in sentences.

Encourage children to make and keep a "New Word" file or notebook. Have children write their new word, then a sentence using the new word.

Whenever possible, provide children with dictionaries, thesauruses, and synonym and antonym books. With a little encouragement, word study can be interesting and fun for children. A good working vocabulary will be a skill your children will use a lifetime.

DIRECTIONS FOR WORD FLIP

- Word Endings
- Word Structure
- Visual Memory

Uncover your ending ability! There are 12 words and 12 endings hidden behind lettered covers. You must try to uncover a word and an ending that go together.

When asked for your first and second choices, press two letters that you think, when uncovered, might make a correct match. When your two choices are uncovered, you will be asked if they are:

1. A match   Example — need + ed = needed

2. No match   Example — need + full = not a word

3. Spelling   If adding an ending to a word results in a misspelling (love + ing = loveing), or an incorrect form of a verb (see + ed = seeed), you must spell the word correctly (loving, saw).

With two or more players, the player making a correct match continues to play.

More points are scored for matches made earlier in the game than for those made later. If you want to quit before the end of the game, press the ESC key when asked for your first or second choice.

NEED+ED = NEEDED

REUSABLE WORD FLIP SCORECARD
Flip out with the high score!

Players record initials and scores. Post scorecard so everyone in the family can flip over the high scores.

For younger players whose visual memory skills are developing, suggest they use the POSITION LOCATOR section on the scorecard. When a word or a word ending is uncovered, have child write the letter under the appropriate heading. Child can refer to the card when a match is needed. Gradually encourage child to discontinue using the locator aid as memory skills improve.

(Use a wax crayon or water soluble marker. Wipe clean with a tissue.)

NOT THE ENDING
Reinforce visual memory skills with your children. Make concentration-type games using unlined, 3 x 5 notecards. Write words on some of the cards and word endings on the others. Play the game with younger children to help them strengthen their visual memory skills as well as to give them practice with words and word endings.

Make flashcards by printing words on unlined notecards. Ask your children to give an ending for each word shown. Encourage them to give several endings for each word. Introduce new words as well as those used in the game WORD FLIP.

LIMITED WARRANTY

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